

2018 EMRRF Rules:



We have been blessed with the opportunity to compete in a sport honoring a lifestyle that we love. We contest to conduct ourselves in a manner that maintains the integrity of the legacy of the sport of Ranch Rodeos.

1. Sanctioning a Rodeo.

- A. Paid annual dues of \$250
- B. Bring in donations/money equivalent to \$500
- C. Sanctioning is on a yearly basis
- D. EMRRF reserves the right to sanction rodeos based on geographical locations, facilities, board involvement, etc.
- E. Must select from the selected list of events and follow the association rules.
- F. Be willing to send a representative to meetings and help at each year end EMRRF
- G. Must turn in all team results to EMRRF Secretary Monday following rodeo.
- H. All team members must sign a release waiver to compete in rodeo

A. Team:

1. A team consists of five (5) Members in open, 4 members in womens'. At least one being of the opposite sex in the open. Three members on the original qualifying team must compete. Must start rodeo with all 5 team members in the open and all 4 members in the women's
2. Each team will have paid their entry dues in the allotted 14 days/or one (1) day prior to the next rodeo, otherwise forfeiting to the next place team.
3. Each team will designate one team member to be their contact person with the EMRRF. This person will provide the secretary with the needed information regarding its team.
4. Each team will designate one team member to be their captain.
5. Contact person and captain can be the same person.
6. Members will abide by general and event rules.
7. All paid entries are non-refundable
8. Anyone under the age of 18 years of age competing, a parent or guardian must sign with them.
9. At the finals team member can only compete on one team at the finals.



B. Qualifying for the EMRRF

1. The top two teams at each sanctioned EMRRF will qualify for the finals.
2. If the winning teams of the overall have already qualified for the finals at a previous sanctioned rodeo, the next place team will be the qualifying team. If that team has already qualified the qualifying team will move down to the next place in the overall and so on.
3. If a qualifying team decides not to enter the EMRRF the next placing team in the average at that rodeo will be the qualifying team.
4. The qualifying team has 14 days/or one (1) day prior from the qualifying rodeo to pay their entry fees.
5. Entry Fees for both the OPEN and the WOMEN's are \$500.

C. Attire:

1. Arena attire will consist of jeans, long sleeve collared shirt, cowboy boots or shoes with a riding heel, and cowboy hat. No tennis shoes, moccasins, or ball caps
2. Condition of equipment is the teams responsibility
3. Shirt tails must be tucked in.

D. Objectives:

The objective is to have the fastest time in each event and most consistent in all events, while conducting yourself as a fine sportsman and handling livestock in a good manner.

1. The team with the shortest cumulative time in the most completed events wins. Therefore speed of work and completion of the most ranch rodeo events is reflected in the final placing. Teams with times in five events will place higher than teams with four times, etc.

E. Injury:

A team may continue on if injury happens. They may continue with the remaining members. No substitutions are allowed.

F. General Rules:

All ropes must be discarded before dismounting. Applies to ALL events. May remount horse and team member may hand you a rope. No loop limit. Three legal head catches: Around horns, half head, around neck. No abuse of livestock. Judges decisions are final. ANY arguments will result in disqualification of rodeo. Cowboy attire required. All events three (3) minute time limit. All five members will compete in all events. No more than 5 (five) head across the line at one time in each event. Absolutely no riding horses in trailers. The "Herd" is considered the main body of the cattle

G. Events and Rules Selection:

Rodeos may pick from any of the events and use the following rules:

1. Team Penning: Three minute time limit. Each team will cut three assigned cattle from herd and pen them in the corral. Fastest time wins. Time stops when gate is closed. All members eligible to sort. **No Time:** More than five cattle across line at any time and not penning three head, and with the correct assigned number. All extra cattle must be back across the line before calling for time. No loping in herd.

2. Team Branding:

Option A. Two Ropers One Horse: Must brand two calves.

Team members will rope a calf by the heels, wrestle and chalk brand the calf. Horse cannot break a walk when towing calf, no single/hi hock catch allowed. Team member is allowed to remove hi hock catch and must re-rope calf. Rope must be off calf before iron is taken out of bucket. Two different ropers, must use same horse. Brands will be on left rib. Time will be called when calf crosses line and the branding iron is back in bucket. No touching rope or calf before crossing line.

Option B. Two Ropers Two Horses

Option C. One Roper Ropes Assigned Numbered Calf

3. Rustlers Race: Two steers will be turned loose at the end of the arena. One steer must be headed then can be heeled, throw and tie any three feet together. Other steer must be headed and loaded in front compartment of trailer and center gate latched. Rope must be off steer and out of trailer. Load two horses in back compartment and close back gate. Cannot ride horse into trailer. All five members must get into cab of pickup. Time is called when pickup doors are closed.

Tied down steer must stay tied down at this time.

No Time: Riding horse in trailer, rope still on animal in trailer, rope on saddle or horse.

Option A: Time stops when trailer gate is closed.

4. Wild Cow Milking: Team will start in designated area. Judge will start time. Cow must be headed and may be heeled. Cow must be daylighted to be milked. Remove all ropes, run to judge by foot with milk and **HEAD** catch rope. All ropes must be off cow before time is called. Runner must carry **HEAD** rope and milk. Judge will pour milk. Time stops when rope & milk is presented to judge.

5. Team Mugging: Announcer will call number at time line. Sort steer out of herd. Steer and horse must cross line before steer is roped. Steer must be headed and may be heeled if necessary. Tie any three feet.

No time: Loping in herd. More than five animals across time line. Animal gets up before six seconds. All ropes not off animals when calling for time. Must have legal head catch. Horse must be across line before roping animal.

6. Double Mugging: One roping steer and muley will be turned into arena. Team must head and tie both animals down. Must tie any three feet. May heel if necessary. When both animals are tied and all ropes are removed, time will be called. Both animals must stay tied for 6 seconds. Only 3 legal head catches. **NO FRONT LEGS.** If front leg catch occurs, rope must be tossed and another team member can head animal.

Option A: Cattle are released from opposite ends of bucking chutes. Team must rope their assigned steer.

7. Trailer Race: Announcer calls number. Sort animal from herd, no more than five animals can be across time line before being roped. Must be legal head catch. Load animal in front half of trailer, remove all ropes from animal, close center gate. Extra cattle must be put back across line. Load two horses in back half of trailer and close gate. All 5 team members must be in cab of pickup, doors closed for time to stop.

No Time: Riding horse in trailer, rope still on animal in trailer or on saddles or on horse. All members not in pickup and doors open.

OPTIONS A: Time is called when the trailer gate is closed.

8. Team Doctoring:

Option A. One Team Competing:

Team will be assigned a number. Time will start when team crosses line. Must sort out assigned steer. Steer and horse must cross line before steer is roped. Must head and heel steer. Head rope must be put on front two feet. Heel rope must be on two hind feet. When ropes are tight, mark steer head with chalk to stop time. All cattle must be behind line when calling for time.

No Time: Loping in herd. More than 5 steers across line. Rope on horse or saddle when rider dismounts.

Option B. Two Teams Competing At One Time:

Cattle are released from opposite ends of bucking chutes. Team must rope their assigned steer. Must head and heel steer. Head rope must be put on front two feet. Heel rope must be on two hind feet. When ropes are tight, mark steer head with chalk to stop time.

No Time: Illegal head catch.

9. Late For Work: All 5 members must be in car with all horses in trailer; saddles off, in kitchen, and beside the trailer. When judge says "go", the members exit the car, unload horses from trailer, saddle, ride one full lap around the 4 cones, load horses back in trailer, and all 5 members must be back in car for time to be called. (All saddles must have breast collars). Two teams will compete at a time. Fastest overall time wins.

No Time: Not riding around **OUTSIDE** of all four cones.

10. Team Sorting: Each team will sort three head of cattle in numerical order. The starting cattle number is called by announcer. Time starts by judges flag. Time is called when three (3) cattle are pushed across back line. **No Time:** Bringing in cattle out of consecutive order. Any extra cattle across line.

Option A: Sort Cattle and Pen

Option B: Sort More Cattle in consecutive order

Option C: Can make pen to sort out of.